XRBrowser: Rethinking the Web Browsing Experience for AR/VR

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I study the next generation of user interfaces, as well as the methods and tools to create them.

1) Engineering Interactive Systems
2) Ubiquitous Computing
3) Augmented and Mixed Reality
New Forms of Cross-Device UIs

Mobile

Mobile AR/VR
Use default mobile view

Switch to mobile AR view

Use mobile AR view

Use mobile display holder

Switch to mobile VR view

Use mobile VR view

https://vimeo.com/242573100
Rethinking Interaction

How do we enable seamless transition between standard mobile, see-through AR, and completely immersive VR?

What are effective adaptations of existing interfaces to make better use of AR/VR depending on task, context, & preference?